(Not So) Legendary Actions

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New Legendary Action Options

Legendary Actions are one of the best-regarded mechanics of the 5th Edition of Dungeons & Dragons, providing DMs the tools to accurately portray the deadliness of higher-level creatures. You know you are in trouble when the dragon simply retaliates your sword slash with a tail sweep without even waiting for its own turn.

This feature along with Legendary Resistance however is restricted to very powerful monsters, those we call - quite appropriately - legendary. But what if there was a way to incorporate such mecanics to lesser threats, making them more dangerous albeit not as deadly as the ones described in the rules?

So here it is: four "monster tier" templates to be added to existing creatures to give your players a harder time!

What is Legendary?

One of the first things to consider is the fact that not all creatures that receive some Legendary Actions need to be stuff of legends.

It is perfectly fine to imagine an immensely powerful goblin (for goblin standards, that is) who is feared by all goblinkind, justifying the acquisition of such Legendary Actions, but it is also possible that what you need is simply a better specimen who can pose a higher challenge to adventuring groups.

Therefore four tiers are presented: **elite**, **boss**, **legendary** and **epic**. These tiers are relative - an **epic goblin** might still be an easy kill for a group, but an **elite troll** will probably prove a worthier foe.

Action Time!

Modifying a creature to one of the four tiers is rather simple. Each of them becomes capable of taking Legendary Actions (or Elite, Boss or Epic Actions if you will) a number of times as shown in the following table. The creature also acquires the Legendary Resistance trait, usable a number of times per day, also expressed in the table.

Tier	Legendary Actions (per round) and Resistance (per day)	Hit Points Increase
Elite	1	+20
Boss	2	+30
Legendary	3	+40
Epic	4	+50

Modified creatures can perform the following Legendary Actions after another creature's turn, provided they can "pay" the action cost for them. For example, an **elite** creature will not be able to perfom Legendary Actions that cost 2 actions because they can only take 1 such action per round. The creature regains spent Legendary Actions at the start of its turn. The Legendary Resistance trait is also reproduced below for ease of access.

Attack. The creature makes a single melee or ranged attack.

Move. The creature moves up to its speed without provoking attacks of opportunity.

Cast a Cantrip. The creature casts a cantrip, provided it is able to cast spells.

Special Ability (Costs 2 Actions). The creature uses one of its special abilities that require an action, provided that it has such an ability.

Cast a Spell (Costs 2 Actions). The creature casts a spell, provided it is able to cast spells.

Multiattack (Costs 2 Actions). The creature uses its multiattack, provided it already has such an action option.

All-Out (Costs 3 Actions). The creature moves up to its speed without provoking attacks of opportunity and uses its multiattack, provided it already has such an action option.

Legendary Resistance. If the creature fails a saving throw it can choose to succeed instead.

INCREASING HIT POINTS

A creature with the tier templates may still run low on hit points to make a stand against prepared adventurers, so its hit point maximum increases by a number expressed in the table. As an example, an **elite goblin** would have an average of 27 (7+20) hit points.

CHALLENGE RATING

It may be important to estimate a creature's challenge rating while applying the tier templates, but that's easy: increase the CR by the number of Legendary Actions the creature can take per round. Consider any creature of CR 1/2 or lower as having a CR of 0 for the purpose of this calculation. Therefore an **elite kobold** becomes a CR 1 opponent, while a **legendary kobold** turns into a CR 3 challenge.

GOBLIN BOSS (BOSS TIER)
Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)
Hit Points 51 (6d6+30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Skills Stealth +4
Senses darkvision 60ft., passive Perception 9
Languages Common, Goblin
Challenge 3 (700 XP)

Legendary Resistance (2/day). If the goblin fails a saving throw it can choose to succeed instead.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The goblin makes two attacks with its spear.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5ft. or range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

LEGENDARY ACTIONS (2/ROUND)

Attack. The goblin makes a spear attack.

Move. The goblin moves up to its speed without provoking attacks of opportunity..

Multiattack (Costs 2 Actions). The goblin uses its multiattack.

LEGENDARY ACTION, BITCH!

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